



LYG Inclusive Dynamos Cricket 2026

Entry Information & Rules

Event Overview

Date: Wednesday 10th June 2026

Venue: Gunnersbury Park Sports Hub, Pope Lane, London, W3 8LQ

Approx. Timings: Registration 10.00am, Competition 10.45am – 2.30pm

Contact: Sharon Eyres - sharon@londonyouthgames.org

Entry Information

Entry Deadline: Friday 22nd May 2026 10pm

Squad Size: Minimum – 8 Maximum – 10

Competitions: Station based skills delivered in the morning with non-scoring games after lunch.

Eligibility Criteria

Competition Tier: Develop

Competition Intent: Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

Player Eligibility: Each team to have a minimum of 75% SEND students with the balance made up by students who do not typically engage in sport.

G1.	Wheelchair User
G2.	Ambulant
G3A.	Sensory-Hearing Impairment
G3B.	Sensory-Vision Impairment
G4.	Severe Learning Disability
G5.	Mild Learning Disability

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11-year-olds	01/09/2014	31/08/2016	Year 5 – 6



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SCKT 1 Full Rules & Regulations

SCKT 1.1 The London Youth Games Dynamos Cricket competition will run in line with the [ECB Dynamos Schools rules](#).

SCKT 1.2 Should any rules listed below contradicted those outlined by ECB Dynamos Schools, these rules will supersede those.

SCKT 1.2.1 The London Youth Games Dynamos Cricket competition will follow the transgender guidance outlined by [England and Wales Cricket Board](#).

SCKT 1.3 It will be at the discretion of the event referee and LYG personnel as to the application of these rules, and any subsequent decision made as a result will be final.

SCKT 1.4 The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

SCKT 2 Age Category

SCKT 2.1 The following age groups and respective maximum date of births will apply to the London Youth Games Dynamos Cricket Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 years	01/09/2014	31/08/2016	Year 5 - 6

SCKT 2.2 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

SCKT 2.3 It is the responsibility of competitors/teachers/School Games Organisers to ensure all competitors details are entered correctly at the time of submission.

SCKT 2.3.1 In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

SCKT 3 Eligibility Criteria

SCKT 3.1 Competition Tier: Develop

SCKT 3.2 Competition Intent: Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

SCKT 3.3 Player Eligibility: Each team to have a minimum of 75% SEND students with the balance made up by students who do not typically engage in sport.



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SCKT 4 Squad Size Schools are permitted to enter a minimum of 8 competitors and a maximum of 10 competitors

SCKT 4.1 Boroughs are permitted to bring all 10 competitors entered to the event on the day however only 8 will be able to play per match.

SCKT 5 Kit & Equipment

SCKT 5.1 Bats will be provided.

SCKT 5.1.1 Participants can bring their own bats should they wish to.

SCKT 5.2 Balls will be provided.

SCKT 5.3 Wicket keeping gloves are optional.

SCKT 5.4 Pads are not permitted.

SCKT 6 Competition Format The format will be friendly games against other teams. Format to be confirmed on the day.

SCKT 6.1 The games will be 8-a-side teams with 40 balls per innings.

SCKT 6.2 Each player will bowl a set of 5 balls.

SCKT 6.3 All bowling is from one end – at the end of each over batter's switch ends.

SCKT 6.4 The pitch length is 17 yards.

SCKT 7 Batting and Scoring Runs

SCKT 7.1 The batting side will be divided into pairs, each pair batting for 10 balls.

SCKT 7.2 Teams may start with a minimum of 5 players.

SCKT 7.3 A batter can be bowled out, caught, run out, stumped, or hit wicket.

SCKT 7.4 Each time a batter is out, the pair swap ends and 5 runs deducted from the batting total.

SCKT 7.5 Runs are scored by hitting past (4 runs) or over (6 runs) the boundary or completing runs between the wickets.

SCKT 8 Wides and No Balls

SCKT 8.1. Following a no ball, the batter will receive a free hit off the next delivery. The free hit will be taken from a tee placed in front of the stumps.

SCKT 8.2 2 runs will be added to the batting total for every wide or no ball bowled.



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SCKT 8.3 Batters can be run out whilst trying to complete a run during a free hit. Once the free hit ball has been returned to the wicketkeeper the ball is considered 'dead' and the batters should no longer run.

SCKT 9 Bowling and Fielding

SCKT 9.1 Each player on the fielding side must bowl a set of 5 balls. If teams only have 5, 6 or 7 players then the coach and/or umpire will select 3 (if 5), 2 (if 6) or 1 (if 7) to bowl a second set.

SCKT 9.2 Bowling will take place from one end only and should be overarm, but underarm will be allowed if the student is struggling.

SCKT 9.3 Fielders to rotate after each over. Except for the wicketkeeper no fielder may field within 10 yards of the bat.

SCKT 9.4 Byes are given if the batters miss the ball, or the ball hits part of the body and the batters run.

SCKT 9.5 No balls and wides are given if the ball is deemed un-hittable e.g., rolling, too high or too far to be hit fairly.

SCKT 10 Match Tiebreaker If a match is a tie based on runs, the team taking the most wickets will be the winner.

SCKT 10.1 If the scores remain level then each member of both teams shall bowl one ball (overarm), the team hitting the stumps the greater number of times shall be the winner. Teams will continue through all players on the team, after which sudden death rules will apply.

SCKT 11 Certificates

SCKT 11.1 Certificates will be given to all students taking part across the event.